Champions of Kamigawa™

SPIRITBANE DECK

Are You a New Player?
If you're a first-time **Magic**® player, visit **MagicTheGathering.com** or pick up the **Magic: The Gathering**® core game. The core game has everything two players need to begin the battles.

The "Legend Rule" Gets a Face-lift

Eight-and-a-Half-Tails
Legendary Creature — Fox Cleric
1, T: Target permanent you control gains protection from white until end of turn.
1, T: Target spell or permanent becomes white until end of turn.
"Virtue is an inner light that can prevail in every soul."
2/2
Daren Bader

The *Champions of Kamigawa*™ expansion introduces changes to the rules for legendary permanents. These changes affect cards in the new set as well as all older Legends and legendary cards.

The first change is that the creature type Legend no longer exists. Every creature that was printed with the Legend creature type is now simply legendary, which is a supertype like basic. That means, if an effect asks you to choose a creature type, you can't choose Legend.

The second change affects what is commonly referred to as the "legend rule." **Now, if multiple legendary permanents with the same name are in play, all of them are put into their owners' graveyards.** It no longer matters which one came into play first. For example, if your opponent plays Eight-and-a-Half-Tails when you have an Eight-and-a-Half-Tails of your own in play, both of them go to the graveyard—not just your opponent's.

"Spirit-World" Mechanics

The spirits that threaten Kamigawa employ their own terrifying ancient magic, called Arcane. Instant and sorcery spells that have the Arcane subtype don't do anything special on their own, but interact with many of the other cards in the set.

Splice onto Arcane

Kamigawa's spirits have mastered the art of combining spells to devastating effect. Some instant and sorcery cards have the "splice onto Arcane" ability. This ability allows you to pay a cost to add the text of the "splice onto Arcane" card in your hand onto another Arcane spell that you play, giving you a bigger, more powerful spell.

For example, to "splice" Glacial Ray onto an Arcane spell, first reveal the Arcane spell that you're going to play, then reveal Glacial Ray from your hand. The text "Glacial Ray deals 2 damage to target creature or player" is added to the Arcane spell. Choose any targets for both parts of the spell, then pay the Arcane spell's mana cost and Glacial Ray's splice cost together. When the spell resolves, first follow the Arcane spell's instructions, then follow Glacial Ray's.

Glacial Ray
Instant — Arcane
Glacial Ray deals 2 damage to target creature or player.
Splice onto Arcane 1 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)
Jim Pavelec

- You can splice multiple cards in your hand onto the same Arcane spell. If you do, reveal all of those cards at once. You choose the order in which the spliced effects occur and then you pay all the splice costs.
- You can't splice a single card in your hand onto the same spell more than once.
- Spliced cards never leave your hand—you simply reveal them—so later you can play them normally or splice them onto another spell.
- The Arcane spell gains only the text of the spliced card. It doesn't gain other characteristics like color or type.

Soulshift

When spirits die in Kamigawa, they are often reborn in a new form. When a creature you control with the soulshift ability is put into a graveyard from play, you may return another, less expensive Spirit creature card from your graveyard to your hand.

A New Kind of Hero

Some creatures are destined for greatness and can change from the ordinary to the legendary by performing daring deeds. These "heroes" are easily recognizable by their unique card frame. You ignore the information on the bottom half of the card until the creature in play "flips" when certain heroic conditions are met.

When you flip a hero, you turn it upside down and play with the other half of the card. All of the flipped versions are legendary creatures and have powerful abilities. For example, the lowly Nezumi Graverobber flips into Nighteyes the Desecrator, a legendary wizard who can "reanimate" creatures from any graveyard! And flipping is a one-way process—the creature can't be flipped back.

Nezumi Graverobber
1, T: Remove target card in an opponent's graveyard from the game. If no cards are in that graveyard, flip Nezumi Graverobber.
Creature — Rat Rogue
2/1
Nighteyes the Desecrator
Legendary Creature — Rat Wizard
4/2
1, T: Put target creature card in a graveyard into play under your control.

Bushido

All Samurai in the *Champions of Kamigawa* set have an ability called bushido, which means "way of the warrior," but some Samurai are more skilled in battle than others. For example, a creature with bushido 1 gets +1/+1 until end of turn whenever it blocks or becomes blocked, but a creature with bushido 5 gets +5/+5!

SPIRITBANE DECK

No.	Card	Mana Cost	Rarity
Lands (24)			
24	Mountain	—	—
Creatures (23)			
4	Akki Avalanchers	R	C
3	Akki Rockspeaker	1R	C
3	Battle-Mad Ronin	1R	C
2	Brothers Yamazaki	2R	U
3	Ronin Houndmaster	2R	C
2	Akki Coalflinger	1RR	U
3	Frostwielder	2RR	C
2	Kumano's Pupils	4R	U
1	Kumano, Master Yamabushi	3RR	R
Other (13)			
2	Crushing Pain	1R	C
1	Sideswipe	1R	U
3	Yamabushi's Flame	2R	C
2	Hanabi Blast	1RR	U
2	Blind with Anger	3R	U
2	No-Dachi	2	U
1	Kusari-Gama	3	R

Playing the Deck

The *yamabushi* are mountain shamans skilled in the destructive magic needed to combat the spirit world, and the "Spiritbane" deck proves it. With nearly a third of its creatures and spells capable of dealing direct damage, this deck should have no trouble dispatching your opponents and their creatures.

The "Spiritbane" deck is focused around Kumano, Master Yamabushi. For 1R, this stocky 4/4 Shaman deals 1 damage to any creature or player. Since it doesn't tap for this ability, you can use it as many times per turn as you can afford! In addition, if Kumano or his pupils damage a creature and it would somehow end up going to a graveyard, it gets removed from the game instead—a skill that is particularly useful against those pesky Spirits that seem to keep coming back from the dead. Of course, the yamabushi's devotion to the ways of direct damage comes in handy against mortal foes as well.

Look for an opportunity to give the Kusari-Gama to either Kumano or a Frostwielder, which taps to deal 1 damage to a creature or player. The Equipment lets you pump its bearer's power, but that's not the exciting part. When the equipped creature damages an opponent's blocking creature, the Kusari-Gama does the same amount of damage to each other creature the opponent controls. Deal 1 damage to a blocker with Kumano? Bang! All your opponent's other creatures are dealt 1 damage by Kusari-Gama! Need to cause more destruction? Use Kumano's ability again. Soon your opponent won't have any creatures left to stand in the way of your oncoming horde.

A fun aspect of the "Spiritbane" deck is Brothers Yamazaki. These two twins make up the only legendary creature in existence that lets you keep two copies in play at once. One brother alone is no big deal: 2R for a 2/1 with bushido 1. But the fun begins when the second brother comes into play. They each become 4/3 creatures with bushido 1 and haste. An opponent who was probably planning on only one relatively puny attacker will be facing down 8 damage instead. Talk about brotherly love!

A Kamigawa Glossary

Below are the pronunciations and meanings of some Japanese words you'll encounter in the *Kamigawa*™ block.

akki (AHK-kee) "Little monster." Kamigawa's name for its turtle-like goblins.

budoka (boo-DOH-kah) A monk who studies the martial arts.

bushi (BOO-shee) Warrior.

bushido (boo-SHEE-doh) The way of the warrior. The name of the samurai code.

daimyo (DYE-myoh) A powerful feudal lord.

daisho (DYE-sho) The pair of swords carried by a samurai. The daisho consists of two swords: the larger sword is a *katana* (kah-TAH-nah) and the smaller one is a *wakizashi* (wah-kee-ZAH-shee).

honden (HOHN-dehn) The inner part of the shrine to a kami.

kabuto (kah-BOO-toh) Helmet.

kaijin (KYE-jihn) A kami of water.

kami (KAH-mee) Spirit, god, divinity. The divine essence of a thing.

Kamigawa (kah-mee-GAH-wah) Spirit river, or river of the gods. In the **Magic** game, the name of the plane on which this story takes place.

kannushi (kahn-NOO-shee) A druid-like priest who tries to revere the kami.

kitsune (KIHT-soo-nay) Fox. In Kamigawa, short for *kitsune-bito,* meaning "foxfolk."

kodama (koh-DAH-mah) A tree spirit.

nezumi (nay-ZOO-mee) Rat. In Kamigawa, short for *nezumi-bito,* meaning "ratfolk."

no-dachi (noh-DAH-chee) A large katana, like a greatsword.

ochimusha (oh-chee-MOO-sha) A dishonored warrior. For example, an outcast samurai.

oni (OH-nee) Demon. An oni is a kind of kami, bent on destruction.

orochi (oh-ROH-chee) Serpent. In Kamigawa, short for *orochi-bito,* meaning "snakefolk."

soratami (soh-rah-TAH-mee) "Skyfolk." Kamigawa's race of aristocratic cloud-dwellers.

yamabushi (yah-mah-BOO-shee) "One who lies in mountains." A mountain hermit who practices the ancient shamanic arts.

zubera (ZOO-beh-rah) The faceless kami of a human who has been pulled into the spirit world. Zubera are said to attack solitary travelers in order to steal their faces.

Kamigawa and the Kami War

Long before Mirrodin existed, on the other side of the multiverse, there was Kamigawa—a plane in the midst of a terrible war.

A gang of *akki* goblins try to flee from an angry ice spirit that appears from out of nowhere. A cloud of bizarre creatures emerge from a samurai's heirloom lantern, attacking him while he sleeps. At the Minamo School, students of wizardry fight nonstop to stem a flow of strange beings that materialize from within the Great Waterfall.

It wasn't always this way on Kamigawa.

For hundreds of years, Kamigawa's denizens peacefully worshipped the spirits inherent in everything—spirits of sacred places, objects, and ideas. Each of these *kami* was a divinity, and the way to happiness was to honor the kami and live by their ways. The inhabitants of Kamigawa were content with this life of devotion. Then the unimaginable happened: their gods turned on them.

Slowly at first, kami began to take form in the material world. Some scholars believed the kami were delivering a message or a warning. But their appearance was so alien, so surreal, that no meaning could be discerned.

At that time, the plane's most powerful warlord, the *daimyo* Takeshi Konda, ruled over the Towabara Plains from his stronghold at Eiganjo. But even as his armies and samurai secured more territory in Konda's name, the kami manifested in ever-greater numbers.

Then came a night that changed Kamigawa forever. A few miles from Eiganjo Castle, the kami set upon the town of Reito. Scores of spirit-world monstrosities swept through the town, killing nearly every living thing. Hundreds were slain; few survived. The Kami War had begun.

Over the next twenty years, spirits of every shape and size would descend on the plains, ravage everything in their path, then inexplicably stop just short of Eiganjo. Throughout this spirit-world siege, Konda remained within his stronghold, mysteriously safe from harm.

Kamigawa's people were left to wonder why the kami betrayed them even as they fought for survival. What had they done wrong? How could they discover why the kami were so angry? And what happens when a world must kill its own gods to survive?

As the Kami War raged on, champions emerged on both sides—from great kami who brought the material world to its knees, to samurai whose blades cut down countless spirit horrors. This is their story.

Kumano's Path of Fire

Some would rather die than live within the strict confines of a daimyo's court.

Kumano (KOO-mah-noh) was born into a prestigious samurai family, the nephew of a powerful daimyo. But the politicking of courtly life disgusted him. As a boy, he willfully neglected his *kendo* training, instead wandering among the merchants and villagers of Reito. His rich parents, more interested in keeping up appearances than in Kumano's welfare, let him do as he pleased.

Years passed and Kumano slowly changed from daydreaming boy to violent hooligan. By twenty-four he was a drunkard and a criminal and had long since been disowned by his family. He scavenged around the outskirts of Reito, stealing scraps of food and sleeping in barns. Then one evening, when Kumano had broken into an abandoned hut, he was paid a visit.

As he drifted off, a wave of intense heat suddenly blasted from the stone hearth in the hut's center. Quickly the air grew dark and smoky, and embers began to swirl within the darkness, forming a twisted mouth. The mouth breathed, and at once he was engulfed in its substance. "Fleeee," rasped the fire kami. Kumano couldn't tell whether the voice was audible or inside his head. "Before the veil is torn .... Go to Untaidake ...."

The smoke and cinder lifted. Panicked and disoriented, Kumano stumbled out of the hut. He felt as though the fire kami was all around him, commanding him. He ran from Reito and began his addled journey toward the Sokenzan Range, toward the mountain peak Untaidake.

It was many delirious weeks before Kumano reached the mountains, and by then he was mad with hunger and fatigue. Yet a strange clarity had come over him. He felt at home in this cold, rocky expanse, far away from the intrigues of his father's manor. He felt clear. It would be months before his meditations revealed to him that the kami had pushed him onto the shaman's path, to the way of a *yamabushi.* It would be years before he learned that Reito had been annihilated the day after he fled.

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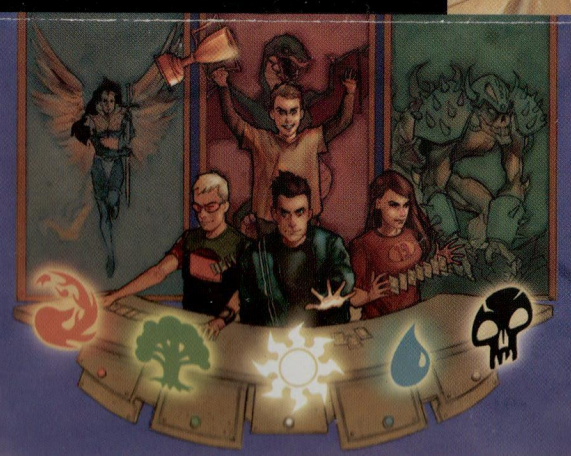

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